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Walkthrough among us guide 2 imposter

Even though between us has been out for quite some time, it exploded seemingly with popularity overnight. More recently, the number of players in Between Us peaked even higher than PUBG momentarily. With all these new players coming into the game, it could help to have a basic guide on how to play, and answer some of the questions that many new players ask. Between you and me, how can I play the game? The basic overview of Between Us is simple. A crew of 4-10 (usually 10) players are in a position doing tasks, while 1-3 cheaters (usually 2) are doing everything they can to sabotage their efforts and kill them all. The game ends in one of four ways. All the crooks are dead. All tasks have been completed. There is an equal number of crew and rogues. The crew fail to stop a destructive sabotage (Win Crook) Games may be greater or less based on the number of players, their abilities, and the options selected by the game team. When a game starts, you will be assigned a role, either as a crew or cheats, and your goals and how you achieve them will change based on it. To this end, the crew and crook sections will be separated. Between you and me, I was assigned Crews, what am I supposed to do? Congratulations, you're part of the crew between us. This means that you are out there to help repair this ship/station/colony. For each game as a crew, you will be tasked with your task list. You can find out where to do these tasks on the map. Just walk to each location and complete the task. Some jobs are going to be harder than others, but eventually you're going to understand them. Don't be afraid to ask your colleagues how to do some of your homework, if necessary, it's all part of learning at work. Of course, there may be some crooks among us, so keep an eye out for suspicious activity. Scammers don't do jobs, but they can fake it. You can keep track of the task list to keep track of every task that's completed, and if you think you're seeing something suspicious, you can always call a meeting using the button on the table. But most of the time, you may not see anything suspicious at all. If you end up alone with a crook, you might find yourself becoming a ghost. Just because you're dead doesn't mean your job is done though, so be sure to do your duties and count on your colleagues to solve your death. Between you and me, I was assigned the Crook, what should I do? Congratulations, you can sabotage the crew among us. This means that you will be responsible for throwing a key into their businesses, and make sure that the job is far from business as usual. On your screen, you'll see a list of tasks and their locations on the map, but these are just suggestions for things that are fake, not your real goal. Instead, you'll want to try to find a way to isolate crew members and kill them whenever you can. Of course, this isn't going to be easy, and you have to be sneaky. Fortunately there are some crawlspaces for you to use, usually covered above the vent covers. Vent, you want to use your mobility to your advantage as you choose from the crew one by one. But there are other things you can do as well. If you open your sabotage map you will see that there are several things you can do. You can lock the doors to keep the crew glued, or break the lights and limit their vision. You can also sabotage their communications by preventing them from seeing their ones. In addition, you can sabotage reactors, oxygen, or other vital pieces of equipment that will mean fate for everyone if it is not stable. Between you and me, co-wasp, what should I do? Meetings are the only times players have to talk to each other, making them an important part of Between Us. Meetings are called when a body is referenced or when someone presses the Emergency Meeting button. If you are the crew, use this opportunity to share information and question suspects. If you're a crook, use this time to spread suspicion and sow chaos. At each meeting, players can vote to execute a person, and if someone has the most votes then they will be thrown out of an airlock/into a volcano. If you don't want to vote someone

off, however, you can also vote to skip at the bottom. Use meeting time wisely, as communication will be vital to help the crew coordinate, and just as important for scammers to disrupt. Between us, extra tipsA few last words about the game between us. If you're playing with a voice, make sure you limit your conversation to hours when everyone's in the meeting and everyone in the game between us is in the same voice conversation. If you are a crew, try to provide as much information as possible during meetings. If you're a crook, don't be afraid to lie or throw someone else under the bus. Don't get mad at other players just because they made a mistake, and don't be afraid to call someone out to make the game a negative experience. It's just a game, and no one needs to be upset just because they lost. Also, just because you're a ghost doesn't mean you're done. If you're a crew, you still have duties, and if you're a crook, you can focus on sabotaging the rest of the crew. And finally, have a conversation with your game team about what you're doing or what you don't want out of the game. Some teams end up grouping a bunch, and this can make the game unfun for cheats. If you're not having fun, talk to the players and get them to make a conscious effort to make each other fun for everyone. Published on 23 Sep 2020, 00:48 IST Welcome. You were chosen as yes, that's the real spelling, crook with an o. Don't look at the title, we did that because people can't spell. Anyway, we've seen you wandering around in this wretched spaceship, performing all these mundane tasks, take out the trash and water plants. No more. You're destined for something bigger. You're smarter than all those fools you hang out with in the canteen, yes, especially blue. Did you know it's all incredibly easy to kill? yes, I know. Know, around like soft little sausages with hats. Time to bring about their deaths, using this between us rogue guide. Your mission is simple. You must take over the outpost before the crew mates complete their duties. You may have one or two teammates, or this mission may be yours alone. Either way, at a time when comrades no longer outnumber crooks, victory is yours. Or if you can manage to sabotage critical systems like the reactor or oxygen, and those stupid potatoes can't get there before the timer runs out, you win. Huray. You're the smartest. Unfortunately, if you haven't already reduced their numbers, it probably won't be that easy. Everyone's playing a social discount game, trying to figure out who could cut them in the hallways. They'll press the emergency button and report bodies, call meetings and throw suspects out of the airlock. You will need strategy and skill to throw them off your scent – to help you, we have prepared a among us crook guide. We've compiled six crook tips for you. The first letter of each tip means ASSASSIN, by the way. This happened organically. Avoid suspected pretending duties That means playing like an innocent crew member, and for the most part, it means pretending to do these boring old jobs. Doo, innocent crew mate here, here to fix your wires, oops was wrong, give me a minute, all right, good-bye to everyone. These fools will not suspect the terrible truth – they never fixed these wires at all. Gotem. It's not always that simple, though - you'll be delayed for the right amount of time for the task you're faking, so don't skip away from the reactor after a few seconds. You'll be given a list of fake tasks so you don't have to think too hard, but you can pretend to perform a different one if it best suits your traitorous needs. Every lap, all crew mates have the same common task, so you should definitely pretend to do that – and be careful not to get caught pretending to do one of the common tasks that is not assigned that round as eagle-eyed crewmates will call you out for it. Also avoiding setting emergencies is extremely suspicious, so don't let them catch you running away from a broken reactor, although pretending to be engrossed in a project is more believable. Another thing that can trip you up as a con man is to forget that your vision is far superior to those bumbling crew members'. So if you claim to have seen someone and they haven't seen you, you're going to get suspicious, yes, it's really. the burden of being so gifted. Sabotaging everything There are enough sabotages on every map between us – here's what everyone does. Doors sabotaging a door will cause it to lock shut for ten seconds, preventing anyone from entering or leaving a room. Simply sabotaging doors across the country will slow down crewmates trying to complete tasks or emergencies, and can also buy you more time before bodies are discovered, or meetings are called. If it you Your points are hopping out of a vent, close the doors to the emergency conference room – you might be able to kill them before they can get there. On the polus map, locked doors can be opened with a short project; on the other maps, players simply have to wait. However, on maps other than Polus, sabotaging doors will put your other sabotage skills on cooldown – keep this in mind before messing with the doors as a ghost crook, as it could only frustrate your partner's plans. Which is something a crew colleague would do. Don't be a crew mate. Lights that turn off the lights will reduce the vision of their teammates in a tiny circle, without affecting yours. This is the perfect time to get away with murder without anyone seeing you, and it also tends to divide groups that were previously stuck together. If you turn off the lights and may see a flock of people moving together, you may be able to kill the person in the front or back without seeing. Killing the person in the back will mean that the body can't be discovered for a while; killing the person in the foreground almost certainly ensures that everyone else will run over the body and immediately mention it, blaming the people they know were with them. Which rules you out. Ha. Comms Sabotage comms means that crew members can no longer track where their to-dos are. This isn't too fancy, but it also disables those annoying security cameras, as well as admin map, door logs, and vital control systems, allowing you to get away with making a small stab without remote interference. Also, at Mira HQ, there are two communication stations that need to be fixed, which is useful to separate the group. The reactor that triggers the reactor collapse, or the seismic stabilizers on the Pole, starts a timer. You'll win if this gets to zero. To correct this collapse, crew mates must simultaneously activate two different panels. O2 Oxygen Sabotage also begins a countdown to the crew's colleagues' expiration, and must be determined by entering PIN codes in two separate locations. Secure your escape Bravo, you stabbed someone. The last thing you want is for someone to discover you near the body, so you need to get the good out of there – fortunately, ventilation provides you with a quick and easy way to relocate in a hurry. If you can kill more than one vent, you can get away as soon as possible - the recharge time will stop while you're in the vent, however. If there is no ventilation in the room, you have one of two options. From the bomb bag as fast as your stubby little feet will carry you - locking doors behind you if possible - and try to establish an alibi somewhere else. Sabotage O2 or Reactor can be used to drive many people in the opposite direction, although some crew members are annoying enough to double back and scan the area for bodies. Sabotaging lights will make it less likely for you to see leaving the area. Alternatively, you can go for a dangerous self-exposure. It's best not to do this too often, but it may be Once in a while. At the beginning of the game, the crew will be happier to eject you just in case you self-reported. At the end of the game, it's more likely everyone has an alibi, so if you haven't seen a solo crewmate nearby you can share the suspicion with, not recommended. Act the same as you do as a crewmate if you tend to play with the same people, chances are you've had multiple opportunities to pin down what you're like as a crew member – if you play detective, focus on tasks, call emergency meetings often, make accusations, and so on. This means that you will definitely notice if you change your behavior by suddenly taking over or staying quiet. Here's some psychology for you: when innocent people are unfairly accused, they respond immediately, often with rage. So if you are directly accused, you need to perfect your skeptical response. However, you're also supposed to be working with crew mates to figure out who the scammers are, so try with rage spewing a torrent of irrelevant information. Strategically kill Pay attention to the remaining proportion of rogues crew members, and the time since the last meeting took place. For example, if there are six people left and two cheats, all you need to do double kill to win the game. If you're left three, and you're going to press the emergency button, it's time to sabotage the reactor or the O2 to make sure you get the kill off. You should also pay attention to who guarantees who, who is suspected and who is presumed innocent – for example, someone who took a confirmed fraudster who was ejected. Generally, other people who are suspicious are useful to you, so you want to keep those people around. Also, calling a meeting removes bodies, which can be useful if you want to hide evidence – you can claim to have called the meeting to report suspicious behavior or guarantee someone. If crew mates are about to complete tasks, keep in mind that reporting a body or calling for a meeting also disrupts all tasks in progress. This means it's worth killing in front of someone to stop the last tasks from being completed. Wait to see if they mention it - and then blame it on them. Everything else is still, 50/50 should go your way as you can accuse them of preventing victory. If you don't report, though, you'll have to do it yourself to stop them winning on jobs. Look for an alibi At some point, you may need someone to vouch for you. If you have a con man partner, they could cover for you in certain situations. You're going to have to convince the crew mates you're not killing to be trusted. Let's say you're alone in a room with an innocent little past of a crew member, and the recharge time of your kill is over. Looks like dinner time, doesn't it? Wrong! If you're not close to winning kills, it might be useful to stay with them to give you an alibi. If a body is found, immediately vouching for your friend, your partner will often earn you a guarantee in return, and that person trusts you more. Engage others made a lovely juicy kill, and as you're admiring the way the body flops on the floor, someone comes in. No, no, no, no It doesn't really matter too much who presses the report button - it's time to lie your pants off. You must immediately accuse them of being the killer, with enormous passion and rage. If you don't answer with a counter-shop or an excuse, you're dead. In difficult situations, where the attacker has somehow been confirmed innocent and didn't catch you doing the killing, you could say you saw another player venting, but that's incredibly dangerous. Most of the time, you will be entering a contest 1v1 sling category. What happens next depends on the circumstances at that time in that particular game. If there are enough players left, they can afford to get rid of you two; but towards the end of the game, they could hold off and try to win at work. If they do that, don't kill the person who accused you, as that effectively exonerates them. Suggest wisely in meetings, if suspicion falls on a crew member, don't be too quick to vote for them. A crew mate will take time to hear both sides of the story - instead, you can subtly add to the suspicion around them. Similarly, if your fellow fraudster is under extreme suspicion, don't be too late to vote for them, as this also seems suspicious. As you know, you can either vote for someone who needs to be expelled, or vote to skip. However, you can also abstain – and, above all, this is not the same as the vote to skip. If the meeting is inundated with blathering, and no one has voted for anything, you can clip someone by voting for them right in the end. If no one voted to bypass, one vote is enough for a toss. This tip is very state, and makes you look quite suspicious, but there are situations in which it could be useful. This should be what you need to go out there and betray everyone in sight. Just for good measure, we have found a copy of our crewmate guide - know your enemy as they say. Now go out there and get stabbed at your convenience – now there is no longer Between Us 2, these tips won't go out of date in a hurry. Rush.

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